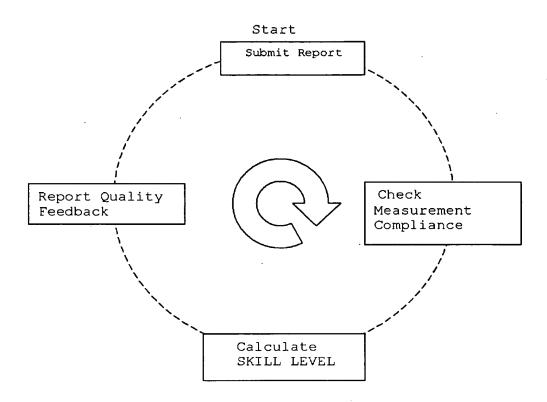
## Drawings:

# FIG. 1 REPORTER Learning Process 1 of 12



# FIG. 2 Team-member Learning Process 2 of 12

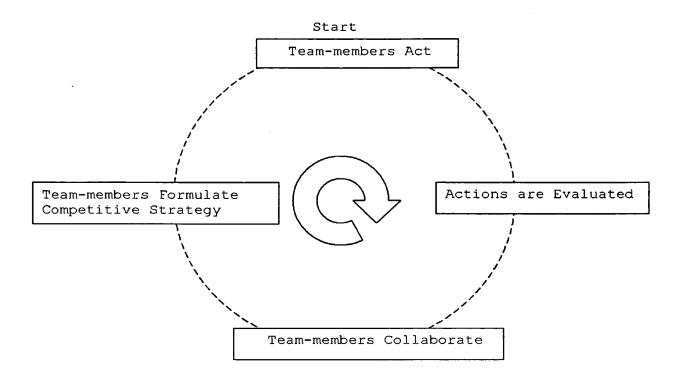


FIG. 3 3 of 12

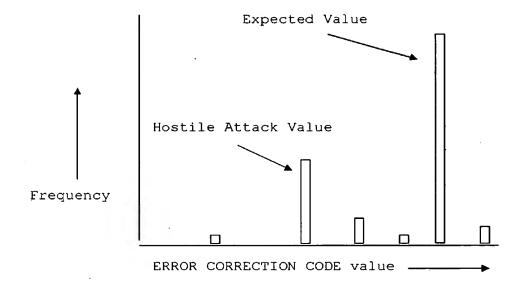
# Containment Diagram Showing Abstract Objects

	REPORTER
	SKILL LEVEL
	CONTEST
	PLAYER
	POSSESSION
	·
	ASPECT
1	ERROR CORECTION

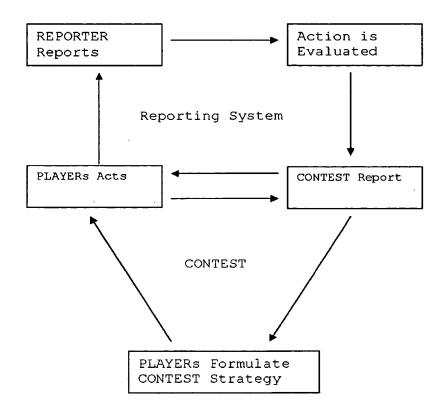
FIG. 4 Reporting System Components 4 of 12

Reporter Administration System
Registration Mechanism 100
Login Mechanism 200
Sign-up Mechanism 300
Report Management System
Capture Mechanism 400
Parser Mechanism 500
Filter Mechanism 600
Assembly Mechanism 700
Scoring Mechanism 800
Publishing Mechanism 900
Quality Feedback System
QC Mechanism 1000
Email Mechanism 1100
Chat Mechanism 1200

# FIG. 5 Representative ASPECT Report 5 of 12



## FIG. 6 Reporting System/PLAYER Interaction 6 of 12



# FIG. 7 Reporting System Configuration 7 of 12

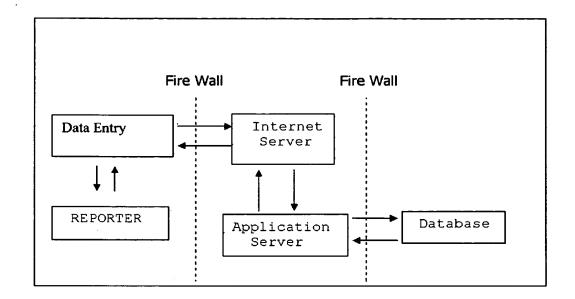
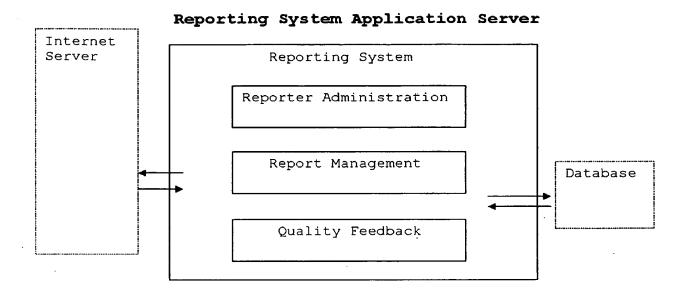
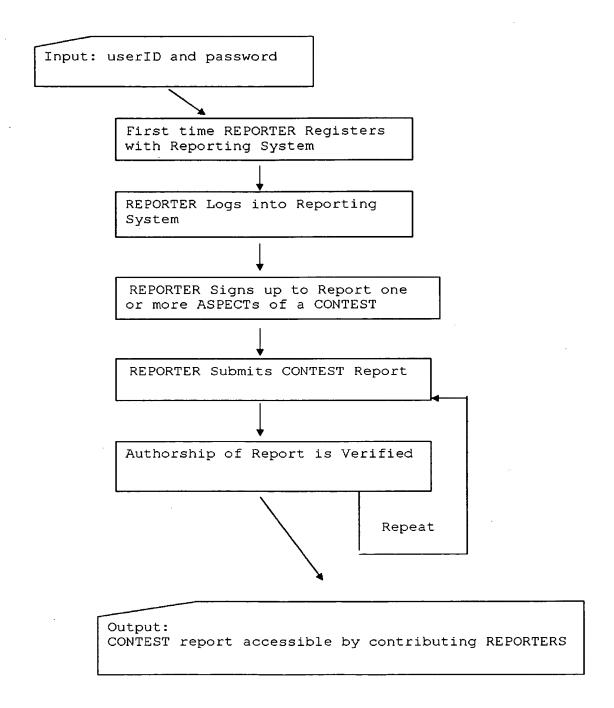


FIG. 8 8 of 12



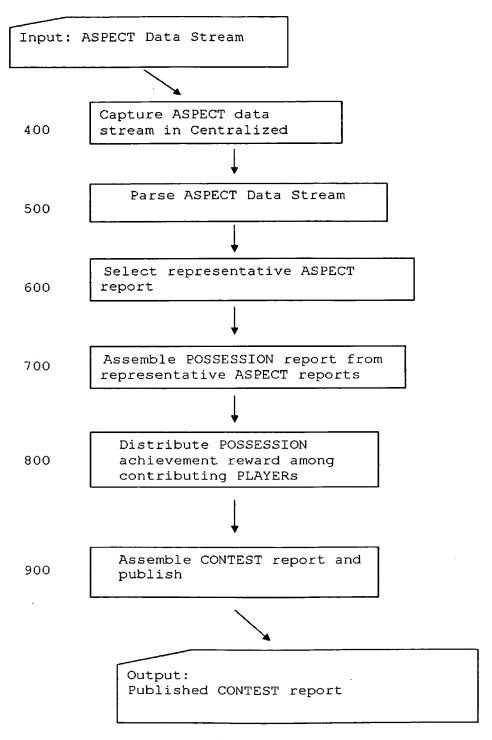
#### (REPLACEMENT FIGURE 9)

## FIG. 9 Reporter Administration Process 9 of 12

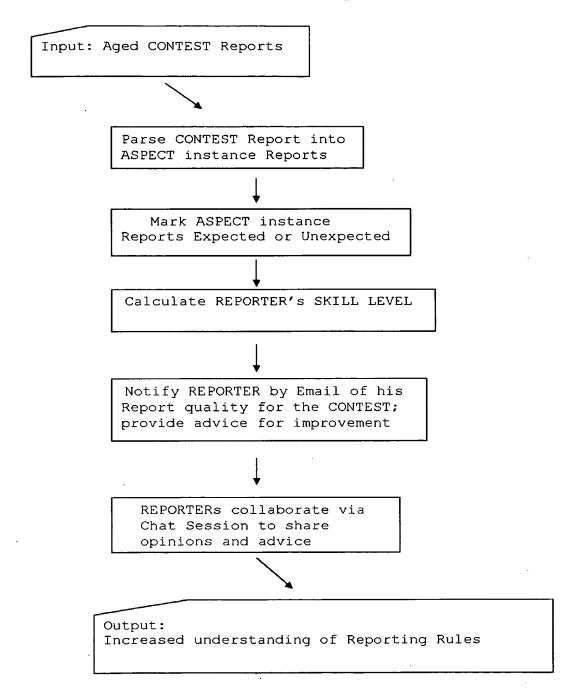


## (REPLACEMENT FIGURE 10)

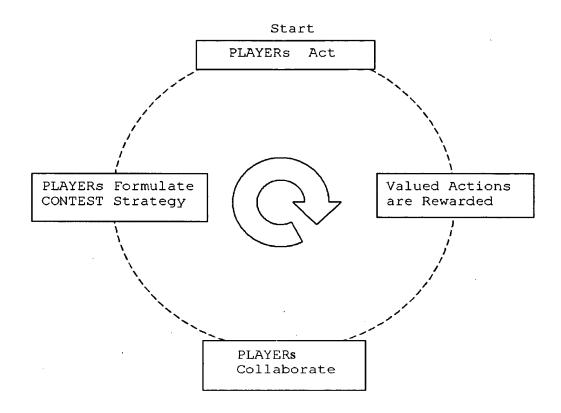
FIG. 10 Report Management Process Sequence 10 of 12



## FIG. 11 Quality Feedback Process Sequence 11 of 12

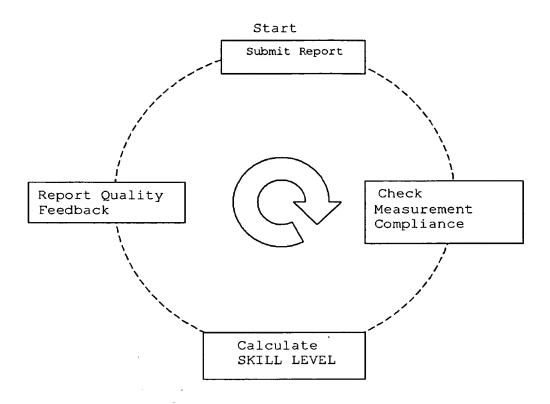


# FIG. 12 PLAYER managed Reward System 12 of 12



## Drawings:

# FIG. 1 REPORTER Learning Process 1 of 12



## FIG. 2 Team-member Learning Process 2 of 12

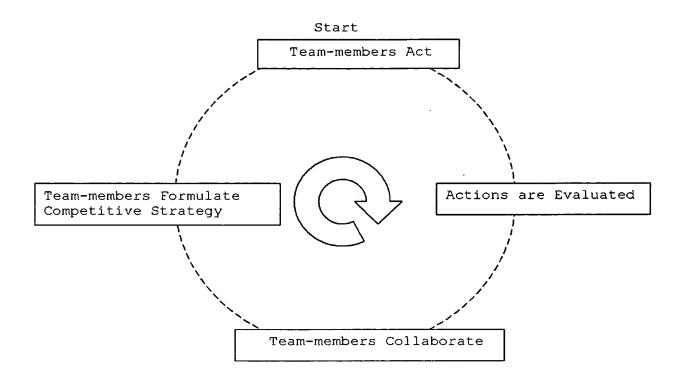


FIG. 3 3 of 12

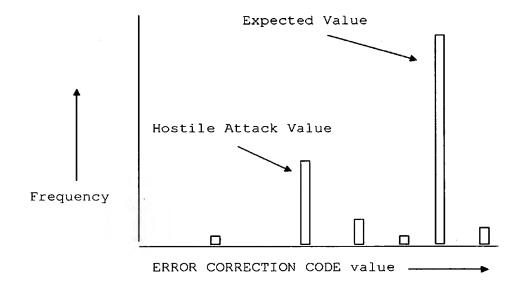
# Containment Diagram Showing Abstract Objects

	REPORTER	
	SKILL LEVEL	
• *		
	CONTEST	
	PLAYER	
	POSSESSION	
Г	ASPECT	7
	ERROR CORECTION	] [

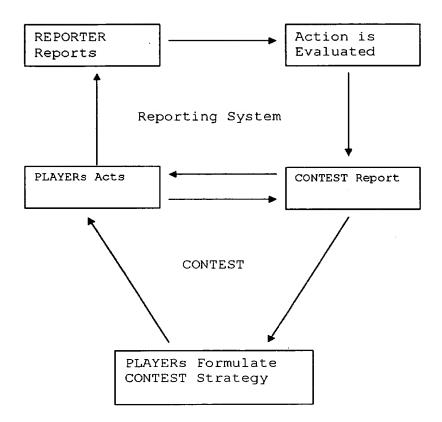
# FIG. 4 Reporting System Components 4 of 12

Reporter Administration System	
Registration Mechanism 100	
Login Mechanism 200	
Sign-up Mechanism 300	
Report Management System	
Capture Mechanism 400	
Parser Mechanism 500	
Filter Mechanism 600	
Assembly Mechanism 700	
Scoring Mechanism 800	
Publishing Mechanism 900	
Quality Feedback System	
QC Mechanism 1000	
Email Mechanism 1100	
Chat Mechanism 1200	

# FIG. 5 Representative ASPECT Report 5 of 12



# FIG. 6 Reporting System/PLAYER Interaction 6 of 12



# FIG. 7 Reporting System Configuration 7 of 12

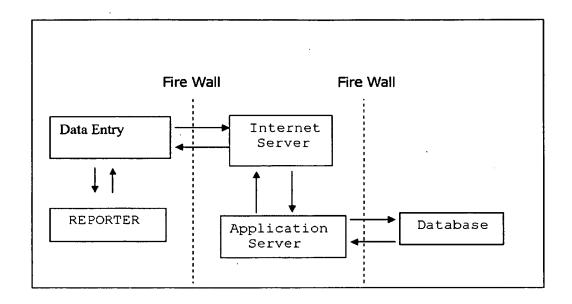
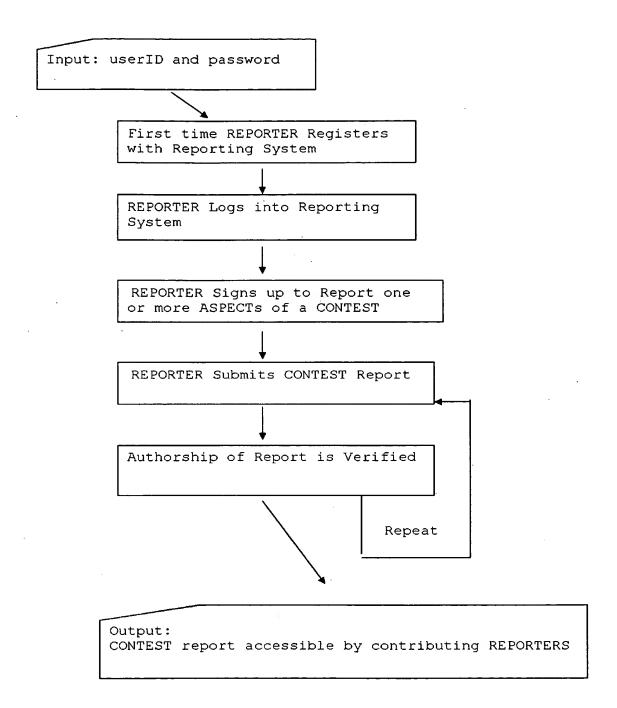


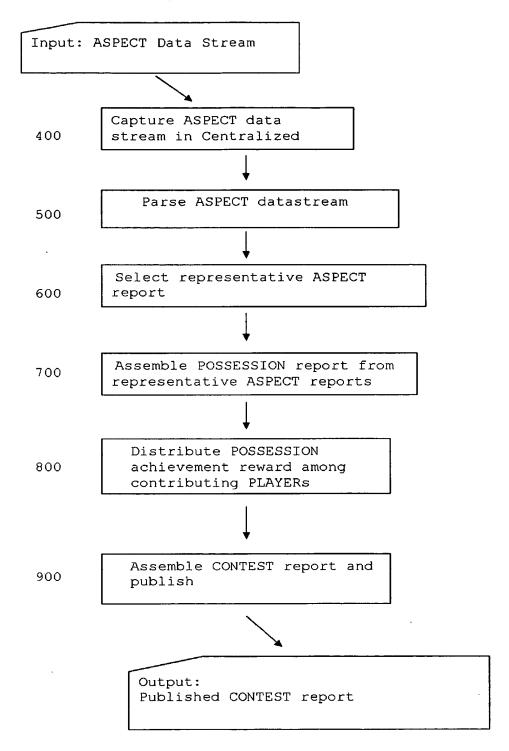
FIG. 8 8 of 12

# Reporting System Application Server Reporting System Reporter Administration Report Management Database Quality Feedback

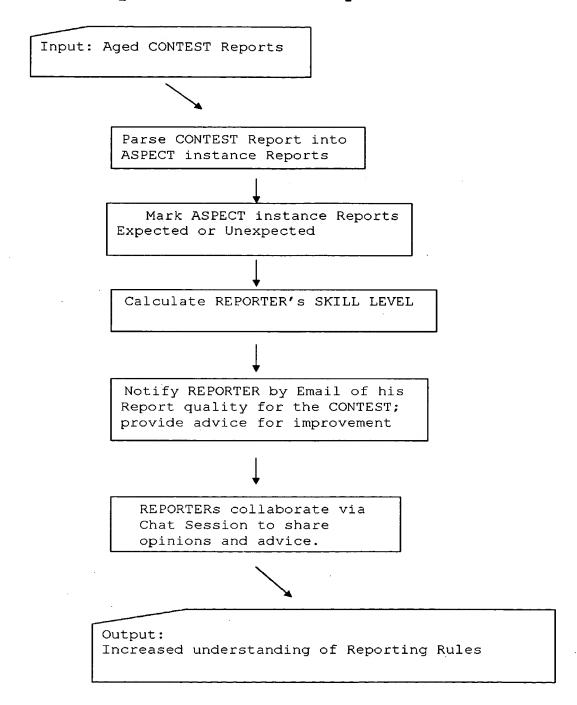
## FIG. 9 Reporter Administration Process 9 of 12



## FIG. 10 Report Management Process Sequence 10 of 12



## FIG. 11 Quality Feedback Process Sequence 11 of 12



# FIG. 12 PLAYER managed Reward System 12 of 12

